

Why this version of the city of Iopos?

Throal is viewed in the current Earthdawn canon as the “good guy” and Thera as the “bad guy”. I am hoping to provide a look from a very different perspective, both are the “misguided” and Iopos is the light of enlightenment. Iopos is a city that has tremendous possibility for internal intrigue and external intrigue. The population is in lock step with their leadership and rarely questions the motives or actions of the leadership believing, as they do, that they are doing what is good for everybody.

My view of Iopos is a city with a thick white wash of purity and an internal support of deceit and corruption. It is a city of contrasting external beauty and internal danger. The populace lives in quiet support of the city (but not in fear) and the few dissidents are viewed as a danger.

Chapter 1) Introduction to the use of the book

This chapter introduces the idea that Iopos is a city of the faithful. All people are created equal and allowed to make correct determinations by themselves. The city’s overall feel is one of faith, joy and happiness. This of course is contrasted with the fact that Iopos is ruled by the Great Dragon Denairastas and his dragon-kin progeny. The citizenry believe in their leadership and their passions, but the leadership has its own agenda to conquer Barsaive. The Great Dragon Denairastas motivations for this are left shadowed to allow for further development by Redbrick and the players.

Chapter 2) Jewel of Western Barsaive (Welcome to Iopos)

This section is written from the perspective of Iopan citizenry. The city of Iopos is not considered by the citizens as a malevolent entity. The citizenry view their city state with pride, awe, and love. Their royal family is held in high esteem for their protection during the scourge. Opponents of the royals are held to be baseless in their accusations and all dissidence is discouraged.

Chapter 3) Commerce (Trade in to and out of Iopos)

Relations with the other cities in Barsaive are covered in this chapter. Not all cities in Barsaive view Iopos to be a threat. Trade with the blood wood, the fire miners of the Deaths Sea and House Ishkarat are covered. The building of the great canal to Iopos is described and the

methods of using blood magic, from willing citizenry, and elemental forces are covered.

Chapter 4) Benevolent Watchers (Ruling Family and Holders of Trust)

From the perspective of one member of each strata of watchers. Include information from the Secret Societies of Barsaive.

The Copper Keys Branch; volunteers that help police the streets of Iopos.

The Silver Branch, dedicated citizens that choose a martial life inside the city in the support of Iopos. (the silver branch is the only branch to train Inquisitor Adepts from the Earthdawn Journal, with a few revisions.)

The Gold Branch, adepts who have dedicated their life outside the city in the support of Iopos. Consisting of many Denairastas clan members.

The Golden Guardians, questors inside the city and outside the city the support of Iopos.

The Orichalcum Scales. Royal Family members that do not hold a position in the governing of the Iopos, but are forced magically to be subservient to the Denairastas due to issues with their Dragon kin blood.

Chapter 5) Excursions in to the dark (Iopos' History of the Scourge)

Iopos is one of the citadels that survived the scourge. Two stories must be presented here. First is the Historical archive of Iopos available to the population. The Royal family is described as capable and heroic in fending off the Therans before the scourge. The creation of the citadel's defenses, heroic efforts versus the Horrors, and a single rebellious coup attempt during the scourge. The second is the family history similar to the elves in the dragons book. Details in this section reveal the uses for the hydra, and the royal family's plans for Iopos.

Chapter 6) Beneficial View (Culture)

Faith is the foundation on which Iopan philosophy is built. From the inclusion of a blessing for the royals during the morning meal to the willingness of self-sacrifice for Iopos' massive construction projects,

faith in the passions and the Denairastas clan pervade most interaction in the city state. How each name-giver race is integrated into the whole of the society is included. The idea that Humans are the central source for all name givers is a core belief in the culture of Iopos. Dragons are revered as a force to be respected and avoided.

Chapter 7) A Dress for all Occasions (Tour of the Kingdom)

City demographics

Iopos is a predominately human city, consisting of 85% of the 200,000 population. Dwarves, Orks and Elves make up 18% of the population, with the last segment of the population being the T'skrang, Obsidiman, Trolls and Windlings. This human dominance is due to The Great Dragon Denairastas preference for humans as servants and his attempts to solidify a power base before the scourge.

City cartography

The layout of the city is in four concentric rings, each ring being a major roadway large enough to allow four wagons to fit comfortably abreast. These concentric rings are named after the seasons, Summer's Shine, Autumnal Glow, Winter's Peace, and Spring's Dawn, named as such before the Scourge. 12 boulevards run from the Outer edge of the Watchers ring to Summer's Shine. This facilitates the transport of good and services.

Trade Section

The south western section of the city is dedicated to commerce outside the city. This section is the destination of the great canal and houses the Airship and mundane trade companies.

The Passions Pavilion

Each passion is represented with a tower. Each of the towers of the passions is maintained and occupied by at least one questor at all times. The three towers that represent the insane passions are still maintained revering the original meanings of those passions. Mad Questors are not allowed.

Watchers Ring

This is a concentric ring of buildings that house the governing offices of Iopos. The offices for everything from the Holders of Trust to the cities public maintenance are located in this complex of buildings as they encircle the central Spire. There are 4 main roads, one at each point of the compass, that allow access through the Watchers Ring.

Central Spire

This is the royal family's residence. The courtyards that surround it are positioned in a manner that allows whoever is at the top of the tower to peer down on the crowds below. The acoustics of the courtyards allow the person speaking at the top of the tower to be amplified and reverberate off the walls of the court yards.

Sewer City

Under Iopos is a sewer system that encompasses the city with the exception of the central spire. The central spire is as deep as it is tall and under the sewer level is the royal family's testing grounds.

Chapter 8) Faith in Truth (Passions in Iopos)

Each passion is revered in their tower. Iopans understand that three passions that have gone insane. These passions do not have questors that maintain their towers. Copper Key volunteers do. The overwhelming idea is that the passions need to have a beacon to help guide them back to their sanity and these towers are to be that beacon. Each of the insane passions is referred to by their pre-scourge name.

Questors make up the largest portion of the Golden Guardians. It is believed by the Iopans that it is their duty and their privilege to lead Barsaive and the mad passions on the road of enlightenment. Service to the greater good is always viewed to be the greatest act of love and understanding for all name-givers.

Chapter 9) Expansion and Enlightenment (Outlying Settlements and groups of influence)

Iopos' intention is to bring the rest of Barsaive into the fold of Iopan thought. This section describes the various purveyors of the Iopan ideal. Groups covered are:

The Broken Keys, expatriates that are spies for Iopos out in the world. They have learned that certain factions take well with the idea of "subterfuge". The broken keys actively work to bring the actions of these rogue factions in line with Iopos.

Crimson Cross, a group that provides humanitarian aid to Barsaivians that have been displaced by the war with Thera and Throal. Many golden guardians are counted as members of the Crimson Cross. Using the powers of the passions to heal the sick and wounded, feed the hungry and provide support to the weak of character. Their banner is one that can be found easily on any battle field, a strip of

cloth with a bloody “X” cross mark on it. It stands out and the materials are easy to find on any battle field, blood and rags.

Scales of Truth, a mercenary group of Iopans that hires out to towns and villages that are contemplating joining Iopos. They are also offered as support troops for other cities in Barsaive as a gesture of friendship and support to help build good will toward Iopos.

Chapter 10) Harmonious Coexistence (Allies and subjects of Iopos)

It is the general Iopan belief that Barsaivians will happily follow Iopos’ lead. This is because Iopos provides safety, security, and understanding. Each of the small towns that bow to Iopos also believe this. It is when a town or city appears to not want to live in harmony that Iopos’ holders of trust are called to help the difficult group along to understanding.

House Ishkarat is firmly aware of Iopos’ methods and is firmly supportive of the concepts.

The view of the Fire Scale Trolls is that it is their honor to provide the reason for other Barsaivians to desire safety, security, and understanding.

Chapter 11) Danger in the form of Name-givers (Enemies of Iopos)

The overbearing dwarf kingdom of Throal is viewed with a mixture of sadness and contempt. Throal is believed to be the upstart former lackeys of the Theran Empire.

Actively raiding Troll Moots and Ork Scorchers are considered a threat to the safety and well being of others.

Thera is viewed as a remote threat, one that will have to be delt with when the time is right.

The Blood Wood is viewed with sadness and fear. No common Iopan can conceive of a way to save the Blood Wood other than to burn it to the ground and prey for the fallen souls with in.

Chapter 12) Adventures and Campaigns in Iopos

Adventures

- a) Adventure suggestion : infiltrating the Denairastas family testing grounds under the city center palace.
- b) Adventure: The players are Iopan citizens that are trying to bring small villages into the fold of Iopos.
- c) Adventure: The Selection festival is about to begin when it is determined that one of the participating judges is a Theran sympathizer.
- d) Adventure: The Crimson Cross Requires help with a village off the southern shore of lake Vors, but the village leaders have different ideas.

Campaigns

- a) Players begin during the selection and are indoctrinated in to the holders of trust. Their over all campaign is to help Iopos grow and become the dominant power in Barsaive.
- b) Players are a resistance group in Iopos whose intent is the fall of the repressive regime that is the Denairastas family with out destroying their home city of Iopos.
- c) Players are port of the “Scales of Truth” attempting to bring peace to Barsaive by providing a solid support structure for the towns and villages along the Serpent, thereby allowing Iopos a greater trade capability.
- d) The players are escaped Denairastas family. Their adventures are filled with attempts to fit in with the peoples of other cities or towns and try to evade the Denairastas family as well as not be discovered by any of the other powers in Barsaive.

What follows is my personal research for the City of Iopos from the previously released materials for Earthdawn. My attempts are to color information in the view of the Iopans.

Barsaive Boxed Set Explorers Guide

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- Fact 1) Iopos is 38 days walking & 23 days riding from Throal
- Fact 2) Iopos is the greatest Barsaivian threat to Throal.
- Fact 3) Denairastas family rules the city with out question
- Fact 4) Denairastas’ protected the city during the scourge
- Fact 5) The populace does not complain or object to the family
- Fact 6) Holders of trust are the Guards and informants of the Denairastas’ family
- Fact 7) Dissenters are not tolerated and judged harshly
- Fact 8) Some holders of Trust are ordinary citizens
- Fact 9) The “city Guard” are Silver grade Holders of Trust.

Fact 10) Most Iopan citizens feel loyalty to the Denairastas' family and the city, in that order.

Hearsay from Slock of Kratas 1) The buildings seem to sparkle the streets are clean the people are happy.

Hearsay from Slock of Kratas 2) "from it's outward appearance Iopos seems to be a city where the Passions dwell."

Hearsay from Slock of Kratas 3) The punishment of 2 Merchants that refused to take the pledge of Uhl., (the story has holes)

Hearsay from Slock of Kratas 4) Brutality disguised as Order

Hearsay from -Kern Redhand 1) Adventures that merely ask about the Denairastas' family loyalty are tried and killed.

Observations if the text 1) it is extremely biased in the Throal view of the world.

Observations if the text 2) Claims made of Fanaticism and abuse are also Throal's opinion.

Observations if the text 3) No population would live under constant watch and abuse and oppressions and be happy. Thus the Opinions of Throal color this entry.

Observations if the text 4) No proof of blood magic rites since the scourge.

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Fact 1) Denairastas has sworn to defeat Throal and Thera.

Assumption 1) Iopos interferes in Throal's Trade routs.

Accusation 1) the holders of trust are sowing disorder using destruction and murder disguised as scorcher attacks.

Speculation 1) Denairastas is harboring living legend cults in Iopos.

Speculation 2) Denairastas is preying on the unwary and ignorant.

Fact 2) Iopos maintains rich reserves of magical elements.

Fact 3) Iopos Has an air fleet of 3 Gallys and 6 Drakkars.

Fact 4) Trade fleets consist of 6 Drakkars

Fact 5) over 100,000 name givers live in Iopos.

Hearsay from -J'Role the thief 1) Claims to have seen people collapse from exhaustion and then claims to have "learned" that they died later.

Observations if the text 1) it is blatantly biased in the views of Throal.

Observations if the text 2) accusations and assumptions abound.

Observations if the text 3) J'Role the thief is honorable only in the eyes of Throal. His unsubstantiated claims are more fuel for Throal's propaganda.

Barsaive Boxed Set GM Guide

Fact 1) Uhl is the leader of the Denairastass in Iopos

Speculation 1) Uhl practices Fratricide on upstart members of the family

Speculation 2) Uhl is afraid of assassination in Iopos and is rarely seen.

Speculation 3) That it is his "Wealth" that commands the loyalty of the people.

Observations if the text 1) it is blatantly biased against the ruler of Iopos, Claims made are conjecture expected of any state attempting to so discord about their rivals.

Denizens 1

Page 81

Fact 1) Most humans live in small towns, villages or Large Cities such as Iopos.

Denizens 2

Page 14

Fact 1) In Throal, Iopos is referred to as a den of iniquity.

Fact 2) Throal views it's self as Barsaive's fittest caretakers.

Throal: The Dwarf Kingdom

Page 35

Fact 1) House Chaozun will sell weapons and armor to anybody that is not considered a direct threat to Throal.

Page 49

Fact 1) The king's illness is caused by some one close to him.

Fact 2) The king has had a pattern Item stolen from him

Fact 3) These are the events that lead to his assassination.

Page 72

Fact 1) Iopos is the sworn Enemy of the Throal Kingdom.

Fact 2) The Holders of Trust hamper the efforts of Throal to unite Barsaive under the Throal banner.

Fact 3) Iopos views Assassination to be an acceptable tool of statesmanship.

Fact 4) The Holders of Trust disguise their work to look like the actions of others.

Fact 5) Many Holders Reside inside Throal

Rumor 1) Living legend cults through out Barsaive are fronts for the Holders of Trust.

Fact 6) Spies located in Iopos are executed.

Fact 7) Throal spies on Iopan citizens.

Rumor 2) "refugees" from Iopos want Throal to help them reclaim their city from their corrupt overlords.

Fact 7) Chuhk Alabamarian claims to be the rightful leader of Iopos.

Observation 1) It appears as Throal has a limit less amount of people that would speak poorly of the shining jewel that is Iopos.

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Fact 1) There are few Citadels that have managed to survive the Scourge.

Fact 2) Citadels had magical domes of True Air and Fire above and True earth and Water barriers below.

Fact 3) Every Citadel constructed had breaches during the scourge.

Observation 1) Iopos is one of these few surviving Citadels

Observation 2) Iopos I am told had a predominantly True air barrier over head and a True Earth barrier below. The dome allowed Iopans to see the sun rise and sun sets during the scourge. The Earthen Barrier is still in place, well below our sewer system.

Serpent River

Pg 84

Fact 1) House Ishkarat is closely allied with Iopos

Fact 2) House Ishkarat is a trade partner with Iopos

Assumption 1) House Ishkarat is a spy courier for Iopos

Assumption 2) That is was Iopos Idea that House Ishkarat annex the villages of north reach.

Fact 3) Iopos is 1000 miles or so North West from Lake Vors

Fact 4) Iopos is building a massive canal to link Iopos to the serpent river.

Assumption 3) That I takes a fanatical group of people to do large earthworks that would benefit their city.

Fact 5) Iopos is 100 miles or so South East of the Grand Cataracts waterfalls.

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Fact 1) The House Ishkarat and the Holders of trust were kicked out of the negotiations by King Valarus on grounds of intrigue.

Assumption 1) That the Holders of trust were being accused by Valrus of being dishonest and were trying to for the negotiations to fail.

Fact 2) It appears that House Ishkarat had no interest in the negotiations succeeding.

Observation 1) Knowing that House Ishkarat wanted the negotiations to fail it is clear that the Holders of Trust were as much a victim of House Ishkarat's behavior as every one else at that meeting.

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Fact 1) House Ishkarat is closely allied with Iopos

Fact 2) House Ishkarat does not share fully the feelings of the Iopan peoples.

Fact 3) House Ishkarat is treated as an equal with Iopos in their alliance.

Assumption 1) That Iopans are Fanatics and Treacherous.

Observation 1) This is another Throalic attempt to belittle the people of Iopos and our ruling clan.

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Rumor 1) That the Dread Pirate Acharuss is a tool of Uhl Denairastas.

Rumor 2) That the Dread Pirate Acharuss pays tribute to the Denairastas clan.

Rumor 3) That Denairastas clan approves of attacking House Ishkarat

Observation 1) This rumor is obviously baseless as it makes no sense to support the attacks of our trade partners.

Prelude to War

Page 44

Fact 1) Denairastas Clan is responsible for the assassination of Varulus.

Fact 2) Denairastas Clan powerful magicians rule Iopos

Assumption 1) that the rule of Iopos is of magical coercion

Page 45

Fact 1) Iopos detests both Throal and Thera

Fact 2) Iopos' intends to rule Barsaive

Fact 3) Iopos' set Throal and Thera at each other intentionally with the politically motivated assassination of Varulus

Fact 4) Holders of Trust have members throughout Barsaive

Fact 5) Holders stole one of Varulus pattern items to allow the assassination to take place.

Fact 6) Jada Denairastas was selected to be the assassin

Fact 7) Jada is an illusionist nethermancer

Fact 8) Jada posed as Jada of Urupa a questor of Garlen

Fact 9) Jada is a hero in Iopos & to house Ishkarat

Fact 10) Drazon Elcomi is a Holder of Trust initiate

Fact 11) Drazon Elcomi is not a suspect

Page 48

Fact 1) Jada's Character is described in detail

Page 49

Fact 1) Jada's Game stats continued

Fact 2) Drazon Elcomi's character is described and his position in the Throalic royal houses.

Page 50

Fact 1) A holders of Trust Cell exists in Bartertown

Fact 2) Drazon Elcomi's conceived the idea of Varulus' assassination

Fact 3) Drazon Elcomi helped steal Varulus' pattern Item.

Fact 4) Drazon Elcomi's Stat's are continued

Page 51

Fact 1) House Ishkarat is an Ally of Iopos

Page 53

Fact 1) Holders of Trust cell in Bartertown has a nethermancer working with them.

Fact 2) Holders of Trust cell in Bartertown has a large network for supplying rumors.

Fact 3) Holders of Trust cell in Bartertown has infiltrated a real Theran spy group in Bartertown.

Page 54)

Fact 1) Varulus & Needen have both used excessive force on perceived threats to the kingdom.

Page 58)

Fact 1) Ovad Wuculcian is a Holder of Trust from Bartertown.

Fact 2) Ovad was tortured in to giving away the plot to the Therans

Fact 3) Drazon Elcomi confesses to being in collusion with Iopos

Page 59

Fact 1) Lemora Wuculcian is also a Holder of Trust She is on her way to Iopos

Supposition 1) 4 Other members of the Bartertown cell of The holder of Trust are on their way to Jerris.

Page 60

Fact 1) Lake Vors is controlled by House Ishkarat.

Fact 2) V'sigar F'szaffinal Ch'othobi is a T'skrang of House Ishkarat that is loyal to Iopos and controls the villages around Lake Vors.

Page 61

Fact 1) The “River Pearl” is the envoy ship of Ishkarat to Iopos

Page 63

Fact 1) Neden has called for a ruthless assassination campaign against suspected Holders of Trust in Bartertown.

Fact 2) Neden rewards adventurers that destroy Holders of Trust cells where ever they find them.

Fact 3) Neden also hires out adepts to Spy on the Denairastas family.

Fact 4) Thera has begun keeping tabs on Iopos

Fact 5) Throal claims Iopos at it’s biggest threat.

Dragons FASA Release

Page 6

Facts1) Iopos is responsible for the death of the king of Thraol.

2) Iopos is responsible for the war between Throal and Thera

3) Denairastas is the progenitor of the ruling family of Iopos.

Page 50

Facts1) Scales of the Orichalcum Guard. Protectors of the royal family.

2) “Know your enemy” Denairastas has studied Cathay war philosophy.

3) The enemies of Iopos are Throal, Thera, and the Great Dragons

Page 56

Fact1) Mountain Shadow can not look into Iopos with the “Eyes of All wings”

Theory 1) Because Denairastas enchanted the city to prevent it.

Fact2) Iopos is gathering Pattern Items and exploiting them.

Theory 2) What can be woven can be unwoven

Page 57

Fact1) Broken Keys are Iopans in Marac

Theory1) Mountain Shadow’s Drakes lost Marac are in their hands

Page 84

Fact1) Denairastas sent agents to “alliance” with Charcoal Grin

Page 85

Fact1) Denairastas sent agents to Cathay to find “White Lotus” Nemesis of Earth Root.

Page 86

Fact1) Jada bypassed Earthroot’s Security in Throal to kill Varulus III

Page 87

Fact1) Denairastas' Drake is looking for the white tree.

Page 92

Fact1) Mountainshadow views Denairastas to be the biggest threat to the dragon network.

Page 95

Fact1) Skarthan is a drake double agent for Denairastas & Icewing

Page 106

Fact1) Vasdenjas' predecessor was Thermail.

Fact2) Vasdenjas feels Denairastas' children are abomination.

Fact3) Denairastas' First generation created the hydra.

Page 110

Fact1) Thermail claimed it her right to eat the first children of Denairastas.

Fact2) Denairastas' First generation created the hydra as vengeance.

Page 111

Fact1) Hydra's Bane, Thermail's clutch would be an enemy of Iopos.

Fact2) Plans to infiltrate Vasdenjas' lair for knowledge.

Page 115

Fact1) Plans to capture a Failed Drake / name-giver Hybrid.

Page 119

Fact1) Pursuing research on the idea of Un-Naming.

Page 140

Fact1) Dragon-Kin Generalities

May be of any name giver Race except Obsidiman

Have small draconic deformities

Have +1 to Perception

Have +1 to Willpower

Have Racial Ability Astral Sensitive Site

Have Racial Ability Low light Vision

Dragons do not like Dragon-Kin

Drakes Strongly Detest Dragon-Kin

Fact2) Denairastas' is the only currently known Dragon-Kin clan

Fact3) Denairastas banished because of the clan

Fact4) Some of the original servants have clans, these would be elves.

Page 141

Fact1) Dragon can be allies with their dragon-kin

Fact2) Dragon-Kin with Dragon Allies will have Dragon enemies.

Blood Wood

Pg 18

Assumption 1) The Blood Wood Warders are equal in power to the Denairastas clan .

Fact 1) Queen Alachia is put out that Iopos has assassinated King Valarus but is not taking any actions against Iopos for it.

Pg 20

Fact 1) Queen Alachia turns a blind eye to the trade between the Escalanas Magicians and the Denairastas of Iopos.

Fact 2) The good traded are Truewood from the elves for the Knowledge of the Denairastas.

Pg 40

Fact 1) Queen Alachia turns a blind eye to the trade between the Escalanas Magicians and the Denairastas of Iopos.

Pg 88

Fact 1) Jerleth Denairastas is the Denairastas clan Contact for the Escalanas Magicians.

Fact 2) Kethos Escalanas is Jerleth Denairastas Contact for the Escalanas Magicians.

Rumor 1) The Denairastas are ruthless, Power-mad and unpredictable.

Fact 3) No body knows exactly what Uhl Denairastas would do if harm came to one of his emissaries

Rumor 2) A Denairastas would not hesitate to kill his mother if it would benefit him, and the first family of Iopos seemed to make a practice of betraying their allies as soon as they outlived their usefulness to the clan.

Pg 90

Fact 1) The blood elves initiated the trade that currently takes place between Iopos and The blood wood.

Fact 2) The magical knowledge of the Denairastas is surpassed by only very few name-givers in Barsaive.

Fact 3) Originally the trade between Blood wood and Iopos was to find a method to extend Kethos Escalanas' life.

Fact 4) 300 miles east of Iopos is the Blood wood western Border.

Fact 5) Iopos lies on an Open plain in north western Barsaive that is largely uninhabited.

Fact 6) Kethos Escalanas created the Ritual of Thorns.

Pg 95

Fact 1) A significant amount of the True wood that is gathered in Blood wood ends up in Iopos.

Pg 96

Fact 1) Trade has existed between the Escalanas and the Denairastas of Iopos .

Fact 2) The trade is predominantly an exchange of True wood and other elements for knowledge involving blood magic.

Fact 3) The queen knows about the trade and dose nothing to stop it.

Fact 4) Jerleth Denairastas is the nephew of Uhl Denairastas and Cousin to Jada Denairastas, the assassin of the Throal king.

Fact 5) Jerleth Denairastas is 10th circle Elementalist and 9th circle Nethermancer.

Fact 6) The trade between the Denairastas and the Escalanas remains a secret due to social backlash in the blood wood against the Escalanas.

Secret Societies of Barsaive

Page 18

Fact 1) Thera is attempting to infiltrate Denairastas' Clan.

Fact 2) Throal is attempting to infiltrate Denairastas' Clan.

Fact 3) Millere Hammerfell, is a deep agent in Iopos from Throal.

Page 24

Fact 1) Denairastas, Killed Neden's Father

Fact 2) Throal's Nobel houses are against Iopos

Page 25

Fact 1) Iopos is too distant and too well defended to be attacked by Throal.

Page 30

Fact 1) Holders of Trust are the Police force in Iopos

Fact 2) Holders of Trust are the Covert services of Iopos

Fact 3) Holders of Trust are beholden only to the Denairastas clan

Fact 4) Holders of Trust are "ends justify the means"

Fact 5) Denairastas clan are "Humans"

Fact 6) Iopan citizens revere the Denairastas clan as much as they do the Passions

Fact 7) Denairastas clan lived in Iopos since before the cities written history

Fact 8) Denairastas have always been gifted magicians

Fact 9) Denairastas came to power before the scourge

Fact 10) Iopos swore allegiance to Thera to gain the Rights of Protection and passage.

Fact 11) Denairastas helped build the Citadel and enchant it.

Fact 12) Denairastas helped fend off horrors during the scourge.

Fact 13) Denairastas were eventually made the full rulers of Iopos.

Page 31

Fact 1) Voicing opposition to the Denairastas is treason

Fact 2) Vidar Denairastas was chosen by popular demand to become the First Minister

Fact 3) Within a year the Clan became the defacto ruling party of the city.

Fact 4) Vidar Denairastas had 3 wives and several children

Fact 5) Most of his children were spell casters

Assumption 1) family issues were covered as "horror incursions"

Fact 6) Uhl was the 3rd son of Vidar and became the next First Minister

Fact 7) Iopan history shows Uhl as a hero that reluctantly took power when his siblings died fighting horrors.

Fact 8) The Throal of Iopos is the Malachite Seat

Fact 9) Uhl became leader 30 years before the end of the scourge.

Fact 10) Stories in Iopos declare that Uhl is Immortal

Assumption 2) Uhl saw an interest in Alchemy and Blood Magic to gain immortality.

Fact 11) Visitors to Iopos must swear a loyalty oath to Uhl.

Assumption 3) Failure to swear to Uhl is cause for imprisonment or death.

Fact 12) There is great power in the words of the oath to Uhl

Fact 13) Uhl is a wizard of considerable power
Fact 14) The Iopos Library is equal to Throal or Thera
Assumption 4) The ministers Palace holds extensive laboratories and the Denairastas' experiment with magic of all flavors, alchemy, and other arcane concepts.
Fact 15) The Iopos Population believe that Uhl rivals the passions in power.
Fact 16) Uhl is reserved in his use of magic in public

Page 32

Fact 1) Uhl is the sole surviving heir to Vidar Denairastas, of the 13 children born.
Fact 2) All have fallen in "Honorable Service to the people of Iopos"
Fact 3) Each of the siblings left children, grand children and great grand children
Fact 4) The Denairastas clan is regarded highly in Iopos
Fact 5) Uhl has had 7 wives, 3 have died and he has had 1 stillborn son.
Fact 6) One of the wives was put in Isolation
Fact 7) The populace believes that the lack of an Heir is proof that Uhl will live forever
Rumor 1) Uhl can not have children because of a magical accident
Rumor 2) Uhl sacrifices his progeny to dark powers for more power to live longer
Fact 8) The Holders of Trust treat these rumors as treason.
Assumption 1) Uhl plays his family off one another to strengthen his position.
Fact 9) Denairastas family members are all part of the Holders of Trust.
Fact 10) Denairastas clan members view Iopos' future to be intertwined with them
Fact 11) The Holders of Trust was founded by Vidar Denairastas
Fact 12) Holders of Trust militia are tasked with defending the city from all threats
Fact 13) Uhl extended the duties of the Holders of Trust

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Fact 1) Uhl tied the Holders of Trust to the cities destiny
Fact 2) Iopos wants to bring "peace and order to Barsaive"
Fact 3) The Holders of Trust are dedicated to Uhl & Iopos
Fact 4) Every citizen Honors and Respects the Holders of Trust.
Fact 5) Some citizens fear the Holders of Trust
Fact 6) Holders of Trust members view Iopos' future to be intertwined with them
Fact 7) New members of the Holders of Trust are inducted during "The Selection"

Fact 8) All citizens get to participate in "The Selection"s during their youth.

Fact 9) All parents happily bring their children 8 - 12 to "The Selection" to be tested

Fact 10) parents want their children to be selected and trained as Holders of Trust.

Fact 11) The Selection is a holiday event that is held every year.

Fact 12) nearly all Iopan adepts are Holders of Trust.

Fact 13) All adepts from outside Iopos are regarded with suspicion.

Assumption 1) The holders of Trust must swear a blood oath to Uhl and Iopos

Assumption 2) because there are not living defectors to the Holders of Trust the blood oath must destroy them if they break it.

Rumor 1) The Holders of Trust as a group Pattern created with blood magic.

Fact 14) There are at least 4 levels to the holders of trust, in order of low to high, Copper, Silver, Gold, Orichalcum.

Fact 15) Three Strictures embodied by the Holders of trust, "Loyalty, Order & Success"

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Fact 1) The copper branch “common as Coppers” is a general term in Iopos.

Fact 2) They are the “Conscience of Iopos” they help keep the peace.

Fact 3) They receive the same training as the other branches of the Holders of trust and then they live normal everyday lives.

Fact 4) The coppers help in locating anti Iopan cells in the city and else where.

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Fact 1) It is the duty of every citizen to report disloyalty to the proper authorities, otherwise how can we maintain our happiness and freedom.

Fact 2) 1 in every 10 people have received the Copper training.

Fact 3) Denairastas family members are members of the Holders of Trust.

Observation 1) The idea that any Iopan citizen would ask questions for some reason other than what is stated is a little odd and some what insulting to the Iopan people.

Fact 4) Yes we gossip in Iopos, but hat happens in all cities.

Silvers

Fact 5) The Silvers are our equivalent of City guard. They have been granted the role of arbiter and executor.

Fact 6) The silvers represent Order.

Fact 7) The silvers are incorruptible and understanding.

Fact 8) Silvers can not be bribed or threatened into submission.

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Fact 1) Iopos is an beautiful as Travar, often called one of Barsaive’s loveliest cities.

Fact 2) Silvers are granted the authority the execute the law as needs require.

Fact 3) Slavery in Iopos is indentured servitude.

Fact 4) Triads of silvers wander the streets to help keep order.

Fact 5) The Iopan Minister of Order is Argo Denairastas, a nephew of Uhl Denairastas.

Fact 6) Argo Denairastas is a warrior Adept and beloved by his troops.

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The Gold Branch

Fact 1) The Golds represent Success.

Fact 2) Gold members work outside the city through out Barsaive in Iopos’ & Denairastas clan’s best interest.

Fact 3) All members of the Denairastas are members of the holders of trust. Most are gold members.

Fact 4) All members of the gold branch are adepts of considerable skill.

Fact 5) Elom Denairastas operates in Urupa in an attempt to thwart the Therans, House K'tenshin and Urupa.

Fact 6) Gentine Denairastas, she is a member of the Liferock Rebellion, her efforts are to stymie the Therans and the Behemoth Triumph

Fact 7) Sidanna Denairastas in Haven, she runs a business trading ancient artifacts from Parlainth.

Fact 8) Most Golds of the family follow the family predisposition of magician.

Fact 9) Non family members can follow any other discipline.

Fact 10) Gold members are trained in the arts of espionage.

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Fact 1)Golds disguise their work as the work of others.

Fact 2) House Ishkarat and Iopos are trading partners.

Orichalcum Branch

Fact 3) Orichalcum Branch represents Protection

Fact 4) They are the Denairastas personal body guards.

Fact 5) All members of the Orichalcum branch are adepts augmented with blood magic and blood charms.

Fact 6) None if the orichalcum scales are of the Denairastas clan

Fact 7) Recruits come from only the very best of the Silver Branch.

Fact 8) Martial disciplines are preferred for the Orichalcum branch,

Fact 9) Members have blood armor and weapons.

Broken Keys

Fact 10) Broken Keys are in Indrisa

Fact 11) They are agents of the Denairastas clan.

Fact 12) They are part of the Holders of trust and their cover is that they are "escapees"

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Fact 1) Coppers are ordinary people, have jobs and live ordinary lives. They are the neighborhood watch of Iopos.

Fact 2) 1/3 of Silver Branch patrols are Adepts.